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L1	211	(345/472).CCLS.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2004/11/10 13:10
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L4	0	(345/784).CCLS.	USPAT	OR	OFF	2004/11/10 13:12
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L6	502	(345/660).CCLS.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2004/11/10 13:13
L7	0	(345/715).CCLS.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2004/11/10 13:13
L8	0	2 and balloon and frame and zoom$3 same comic and skimm$4	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2004/11/10 13:15
L9	0	2 and balloon and frame and zoom$3 and skimm$4	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2004/11/10 13:16
L10	0	1 and balloon and frame and zoom$3 and skimm$4	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2004/11/10 13:16
L11	0	6 and balloon and frame and zoom$3 and skimm$4	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2004/11/10 13:16
L12	1	balloon and frame and zoom$3 and skimm$4	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2004/11/10 13:17

L13	0	electronic same comic and balloon and frame and skim$4	USPAT	OR	OFF	2004/11/10 13:18
L15	0	balloon same frame same zoom$ and skim$4	USPAT	OR	ON	2004/11/10 13:22
L16	0	(345/715).CCLS.	USPAT	OR	OFF	2004/11/10 13:22

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Inventor Name Search Result

Your Search was:

Last Name = MINAGAWA
First Name = HIROSHI

Application#	Patent#	Status	Date Filed	Title	Inventor Name 6
10084322	Not Issued	071	02/28/2002	ELECTRONIC COMIC VIEWING APPARATUS AND METHOD AND RECORDING MEDIUM	MINAGAWA, HIROSHI
10042287	Not Issued	071	01/11/2002	MAP DISPLAY CONTROL APPARATUS, MAP INFORMATION UPDATE APPARATUS, MAP INFORMATION UPDATE SYSTEM AND CONTROL METHODS THEREOF	MINAGAWA, HIROSHI
09751393	Not Issued	071	12/27/2000	METHODS AND APPARATUS FOR SHADING OBJECT DRAWINGS IN VIDEO GAMES	MINAGAWA, HIROSHI
09751350	Not Issued	061	12/27/2000	METHODS AND APPARATUS FOR DRAWING CONTOURS OF OBJECTS IN VIDEO GAMES	MINAGAWA, HIROSHI
09538280	6618055	150	03/30/2000	COMPUTER READABLE PROGRAM PRODUCT, METHOD OF IMAGE PROCESSING AND IMAGE PROCESSING SYSTEM	MINAGAWA, HIROSHI
09208845	6239827	150	12/10/1998	THERMOELECTRIC PRINTER	MINAGAWA , HIROSHI

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Your Search was:

Last Name = SAKKA
First Name = YUJI

Application#	Patent#	Status	Date Filed	Title	Inventor Name 3
10084322	Not Issued	071	02/28/2002	ELECTRONIC COMIC VIEWING APPARATUS AND METHOD AND RECORDING MEDIUM	SAKKA, YUJI
07945145	5266074	150	09/15/1992	INTRAOCULAR LENS HAVING ANNULAR GROOVE FORMED IN ITS PERIPHERAL PORTION	SAKKA , YUJI
07647364	5171320	150	01/29/1991	INTRAOCULAR LENS HAVING ANNULAR GROOVE FORMED IN ITS PERIPHERAL PORTION	SAKKA , YUJI

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1 Video Manga: generating semantically meaningful video summaries
Shingo Uchihashi, Jonathan Foote, Andreas Girgensohn, John Boreczky
October 1999 **Proceedings of the seventh ACM international conference on Multimedia (Part 1)**
Full text available: 🔲 pdf(3.41 MB)   Additional Information: full citation, abstract, references, citings, index terms

This paper presents methods for automatically creating pictorial video summaries that resemble comic books. The relative importance of video segments is computed from their length and novelty. Image and audio analysis is used to automatically detect and emphasize meaningful events. Based on this importance measure, we choose relevant keyframes. Selected keyframes are sized by importance, and then efficiently packed into a pictorial summary. We present a quantitative measure of how well a su ...

Keywords: keyframe selection and layout, video summarization and analysis

2 Comic Chat
David Kurlander, Tim Skelly, David Salesin
August 1996 **Proceedings of the 23rd annual conference on Computer graphics and interactive techniques**
Full text available: 🔲 pdf(2.31 MB)   Additional Information: full citation, references, citings, index terms

Keywords: Internet, World Wide Web, automated presentation, chat programs, comics, graphical histories, illustration, non-photorealistic rendering, user interfaces, virtual worlds

3 An open architecture for comic actor animation
Knut Manske, Max Mühlhäuser
November 1997 **Proceedings of the fifth ACM international conference on Multimedia**
Full text available: 🔲 pdf(1.29 MB)   Additional Information: full citation, references, citings, index terms

Keywords: animation, computer human interaction, graphical user interfaces, intelligent agents, multimedia authoring, system service

4 Chat I: Exms: an animated and avatar-based messaging system for expressive peer communication

Per Persson

November 2003 **Proceedings of the 2003 international ACM SIGGROUP conference on Supporting group work**

Full text available: pdf(418.89 KB)   Additional Information: full citation, abstract, references, index terms

While many *synchronous* computer-mediated communication systems have failed to encourage users to make use of the expressive capabilities of their avatars, *asynchronous* systems may hold better chance. This paper reports on the design and user study of a message system that allows users to concatenate and annotate avatar animations and send them to peers. During three weeks, a group of 11 17-year-olds exchanged 222 animated messages in their everyday life environment. The interplay b ...

Keywords: animation, avatars, computer-mediated communication, expressiveness, multimedia authoring tools

5 WordsEye: an automatic text-to-scene conversion system

Bob Coyne, Richard Sproat

August 2001 **Proceedings of the 28th annual conference on Computer graphics and interactive techniques**

Full text available: pdf(4.55 MB)   Additional Information: full citation, abstract, references, citings, index terms

Natural language is an easy and effective medium for describing visual ideas and mental images. Thus, we foresee the emergence of language-based 3D scene generation systems to let ordinary users quickly create 3D scenes without having to learn special software, acquire artistic skills, or even touch a desktop window-oriented interface. WordsEye is such a system for automatically converting text into representative 3D scenes. WordsEye relies on a large database of 3D models and poses to depict ...

Keywords: HCI, applications, multimedia, scene generation, text-to-scene conversion

6 Simplifying the controls of an interactive movie game

Jeff Johnson

January 1998 **Proceedings of the SIGCHI conference on Human factors in computing systems**

Full text available: pdf(1.08 MB)   Additional Information: full citation, references, citings, index terms

Keywords: design, games, interactive movies, usability testing, user interface

7 Chat circles

Fernanda B. Viegas, Judith S. Donath

May 1999 **Proceedings of the SIGCHI conference on Human factors in computing systems: the CHI is the limit**

Full text available: pdf(1.21 MB)   Additional Information: full citation, abstract, references, citings, index terms

Although current online chat environments provide new opportunities for communication, they are quite constrained in their ability to convey many important pieces of social information, ranging from the number of participants in a conversation to the subtle nuances of expression that enrich face to face speech. In this paper we present Chat Circles, an abstract graphical interface for synchronous conversa-tion. Here, presence and activity are

made manifest by changes in color and form ...

Keywords: Internet, World Wide Web, chatroom, conversation, graphical history, social visualization, turn-taking

8 LiteMinutes: an Internet-based system for multimedia meeting minutes

Patrick Chiu, John Boreczky, Andreas Girgensohn, Don Kimber
April 2001 **Proceedings of the tenth international conference on World Wide Web**

Full text available: ▦ pdf(1.68 MB)   Additional Information: full citation, references, index terms

Keywords: hypermedia systems, meeting capture, meeting support systems, multimedia applications, note taking, video applications

9 An experiment with heuristic parsing of Swedish

Benny Brodda
September 1983 **Proceedings of the first conference on European chapter of the Association for Computational Linguistics**

Full text available: ▦ pdf(632.17 KB)
              ▦ Publisher Site   Additional Information: full citation, abstract, references, citings

Heuristic parsing is the art of doing parsing in a haphazard and seemingly careless manner but in such a way that the outcome is still "good", at least from a statistical point of view, or, hopefully, even from a more absolute point of view. The idea is to find strategic shortcuts derived from guesses about the structure of a sentence based on scanty observations of linguistic units in the sentence. If the guess comes out right much parsing time can be saved, and if it does not, many subobservat ...

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CONFIRMATION NO. 6743

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APPLICANTS

Hiroshi Minagawa, Tokyo, JAPAN;

Yuji Sakka, Tokyo, JAPAN;

** CONTINUING DATA *********N./.A.*********** _Kn_

** FOREIGN APPLICATIONS ************YtS***** _Kn_
JAPAN 2001-059345 03/02/2001

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** 04/05/2002

Foreign Priority claimed ☑ yes ☐ no	STATE OR COUNTRY JAPAN	SHEETS DRAWING 29	TOTAL CLAIMS 21	INDEPENDENT CLAIMS 3
35 USC 119 (a-d) conditions met ☑ yes ☐ no ☐ Met after Allowance				
Verified and Acknowledged _Kn_ Examiner's Signature _Kn_ Initials				

ADDRESS
07055
GREENBLUM & BERNSTEIN, P.L.C.
1950 ROLAND CLARKE PLACE
RESTON , VA
20191

TITLE
Electronic comic viewing apparatus and method and recording medium

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